TELAHIN ENTERPRISES PTE LTD
111 NORTH BRIDGE ROAD #04-40
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381862, 3381855, 3397695
TELEX: RS 22813 MSC

microcomputer games
A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA

UNAUTHORIZED REPRODUCTION OF THIS GAME IN ANY FORM IS SPECIFICALLY PROHIBITED. WE CONSIDER ANY VIOLATION OF THIS REQUEST DETRIMENTAL TO OUR LEGAL RIGHT TO EXIST IN A COMPETITIVE BUSINESS ENVIRONMENT.

X4069
5/83
5M

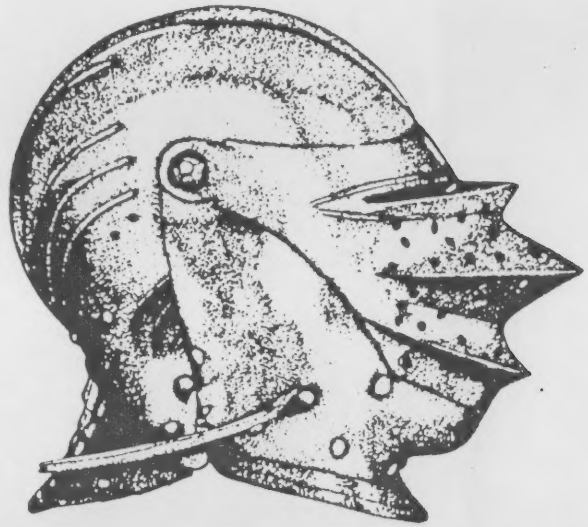
©1983 The Avalon Hill Game Company
All Rights Reserved
Computer Program and Audio Visual Display Copyrighted

4565201

0/90

Parthian Kings™

PARTHIAN KINGS IS AVALON HILL'S TRADEMARK NAME
FOR ITS MICROCOMPUTER GAME OF FANTASTIC CITY-STATE WARFARE.



I. INTRODUCTION

Parthian Kings is a game for one to four players. Each player is a King, trying to gain ascendency by military conquest. You create, buy and command your own army. Additionally, you have a great Wizard to do your bidding, sending terrible spells of destruction and transmutation at the forces and cities of your enemies, or increasing the productivity of your people and the strength of your forces. As you conquer enemy or neutral cities, your population will rise, and you must decide what tax to levy to support your war. Your Wizard will gain power as he succeeds with spells, gaining the use of even more strange spells to combat your opponents with. The computer will play any or all of your opponents, allowing you to play at any time, with or without your friends. A bright world of pageantry and conquest awaits you with **Parthian Kings!**

The following rules are presented in such a way as to facilitate comprehension by the novice player. They are organized in a step-by-step explanation that corresponds directly with the procedure that you, as a player, must follow in order to play the game the first time. Therefore, it is suggested that the player(s) have this manual at hand after "booting" the PROGRAM DISK. (see "Loading Instructions," section XI).

DESIGN CREDITS:

Game Concept and Apple Program:
David W. Bradley

Program Development:
David Kuijt

Production Coordinator:
Phyllis Suddeth

Cover Art:
Jim Talbot

Rules:
David W. Bradley

Prep Dept. Coordinator:
Elaine M. Adkins

Typesetting:
Colonial Composition

Printing:
Monarch Services

Playtesters:
Dr. Michael T. Musser
Gary Sipes
Winchel Chung

microcomputer games
A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA

© 1983 The Avalon Hill Game Company
All Rights Reserved
Computer Program and Audio Visual Display Copyrighted

II. GETTING STARTED

Before loading and playing **Parthian Kings,** you must initialize a DOS 3.3 Data Disk. This Data Disk will be used to store Armies and Scenario Maps that you create. This disk will hereafter be referred to as the SCENARIO DISK. The disk that is supplied to you in the game box is hereafter called the PROGRAM DISK.

Once the SCENARIO DISK is created, you are ready to begin **Parthian Kings.** First, insert the PROGRAM DISK into Disk Drive #1 and "boot" the disk. The program header will soon appear and the following three options will be listed:

1. NEW GAME
2. MAKE ARMY
3. MAKE MAP

III. MAKING AN ARMY

If you are playing the game for the first time, you must first select OPTION #2 "MAKE ARMY", as you must initially design your Army's Unit Types before you can start a new game. Press key number **2.**

NOTE: Once one or more armies are created, you may go directly to Option #1 or #3, by simply choosing which army you wish to use in that game.

After selecting Option #2, the MAKE ARMY program will load and the following will be displayed on the screen:

Unit Number	Unit Name	Hit Points	Strength	Range	Armor	Movement Points	Unit Cost

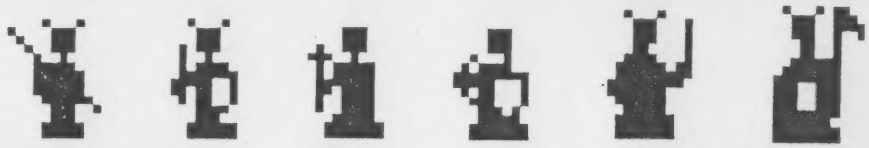
TELAHIN ENTERPRISES PTE LTD
111 NORTH BRIDGE ROAD #04-40
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381862, 3381865, 3397695
TELEX: RS 22813 MSC

PARTHIAN KINGS ARMY SET UP

NAME	HP	ST	RG	AR	MV	COST

UNIT TYPE #1
NAME

The first thing to realize is that you have five different Unit Types you will be asked to design and will later use to build your army with. Shown below are the shapes of the five Unit Types, #1 through #5, and an additional shape (to be introduced later) known as the Convoy.



Type #1 Type #2 Type #3 Type #4 Type #5 Convoy

Additionally, upon close inspection of the unit symbols on the computer screen, players will notice slight differences between the pieces for each kingdom. For instance, two sides' units have "horns" on the helm, the others don't. Another variation is the color of the "shield" each unit holds. Upon initial placement of units upon the map, a player should note which of these four varieties marks his kingdom's units.

NAME — The first piece of information asked for is a name for that Unit Type. This can be any name up to nine letters. After typing the name, hit RETURN.

HIT POINTS (HP) — Next you are asked for the unit's Hit Points. This is a measure of the amount of damage that can be sustained by this Unit Type before a loss of one division. You may choose any number from 10 to 99. The higher the number the better the unit will be, and subsequently more expensive to purchase later (in this and all categories below). Press RETURN after selection.

STRENGTH (ST) — Next, the computer will ask you for the unit's strength. This number determines the amount of damage that will be inflicted upon an enemy unit by each division of this unit in battle. This amount is modified by terrain and armor and is to be considered the maximum damage that the unit could hope to inflict. The maximum strength of a unit type depends upon the unit's own Hit Point value. Hit RETURN after selection.

RANGE FIRE (RF) — You are now given the option to allow the unit range firing capability. A unit with such capability will be able to inflict damage upon other units from a distance. Generally, range firing strength is about one quarter of that unit's combat Strength points. Of course, a unit with a 0 range fire capability cannot range fire at all and will never be given the opportunity to do so. You will discover that range firing capabilities add tremendously to a unit's cost. After selecting the appropriate number, press RETURN.

ARMOR (AR) — You will next be given the chance to choose that unit's armor value. This is the amount of enemy hits absorbed before actual Hit Point losses are registered. For each Armor point a unit has, one Strength Point is subtracted from an enemy hit for each enemy division.

EXAMPLE: If 3 units attack 1 unit (AR of 2), then 2 x 3 or 6 Strength points will be removed from the attackers' hits before calculating damage to the unit.

Hit RETURN after determining Armor value.

MOVEMENT (MV) — Next you may select that unit's movement rate, ranging from a stationary 0 to a mobile 3 movement points per year/turn. Zero movement points are allowed although if selected such a unit would be unable to move (except via Convoy) once positioned on board. Keep in mind that different terrain has different movement point costs. Hit RETURN after making your selection.

COST — The computer will now compute the cost of the just-designed unit based upon your input for each of the above categories. Obviously, the cost of a strong unit will be greater than the cost of a weak one. When the cost has been computed, it will be displayed on the screen at the end of the unit's statistics and the computer will ask if you are satisfied as follows:

COST 12,300
Unit Name OK (Y/N)

If you are satisfied with all of the unit's statistics press the Y key. If you wish to change any, press the N key and the entire process will be repeated.

Once you are satisfied with that unit you will repeat the process for each of the four remaining units. You must create all five Unit types at this point. Later, when constructing your army from these units, you may use all or only some of these five different Unit Types. Once all five units have been defined, the computer will ask:

ARMY OK (Y/N)

This is your last chance to change the characteristics of any of the five units. If you want to make any changes press the N key. The computer will prompt you for the number of the unit you wish to modify. Follow the above steps to input any new unit characteristics.

Otherwise, if you are satisfied with the statistics of all of the five Unit Types, press the Y key. The computer will then display:

ENTER ARMY FILENAME

Type any filename that you wish to save the just-created army under (up to 9 characters) and press RETURN.

NOTE: On the SCENARIO DISK all army filenames are appended with "ARMY". Never type the suffix "ARMY" when entering the army filename; it is done automatically for you.

After entering the filename the computer will display the following message:

INSERT SCENARIO DISK
PRESS (ESC) KEY

Remove the PROGRAM DISK and replace it with the SCENARIO DISK which you have previously made (see section II). Press the ESCAPE (ESC) key. The statistics of your new army units are now being transferred to the SCENARIO DISK. After the file has been saved to the disk, you will be prompted to put the PROGRAM DISK back into the disk drive. Remove the SCENARIO DISK and reinsert the PROGRAM DISK. Press the ESCAPE (ESC) key as instructed.

IV. THE MAP

After processing the PROGRAM DISK, you will again be given the following three options:

1. NEW GAME
2. MAKE ARMY
3. MAKE MAP

Following is a list of the various terrain types and their effects on movement and combat:

TERRAIN KEY

TERRAIN TYPE	MOVEMENT POINT COST	EFFECT ON COMBAT
Clear	1 MP	No special effect.
Rough	2 MP	Good defensive terrain.
Forest	3 MP	Best defensive terrain.
Lake†	ALL*	Worst defensive terrain.
Town/Capital	ALL*	Depends on defensive factor of that particular city.
Mountain	NA	No unit may move onto or over Mountains. They serve as natural barriers.

†For each lake space occupied by a player's unit at the end of a turn, 1 victory point is gained. See "Scoring", section IX.

*These types of terrain use up all REMAINING movement points, disallowing any further movement upon entering such. For a lengthier explanation, see section VI.

Parthian Kings is unique in that it allows you to design not only your own fighting forces (MAKE ARMY), but also layout the battlefield you will wage war upon (MAKE MAP). If you wish to create your own map at this point, select option 3. However, for your convenience, a scenario map has been provided on the PROGRAM DISK. If you want to start the game immediately you can use this map and skip to Section V, "Setting Up the Game".

You will be asked if you want random terrain or if you would rather select and position the terrain yourself.

If you would like to see what the computer will randomly generate on its own, press the Y key.

If you would rather design the map yourself (or with a little help from your friends), press the N key. The computer will display on the screen a blank (all "clear") map with an *-type cursor on it. Below the map you will see:

		TERRAIN	
6 1 2		[SPACE BAR] = CLEAR	R = ROUGH
5 3		F = FOREST	L = LAKE
4		M = MOUNTAIN	X = DONE

On the left side of the above display is the "direction control" movement indicator. To move the cursor on the map press one of the above numbers (1-6) and the cursor will move in the appropriate direction.

Move the cursor to the location that you want to place a terrain type and press the corresponding letter key. (F = forest; M = mountain; R = rough; L = lake; and SPACE BAR = clear). Move the cursor to another location and the respective terrain symbol will appear on the map. Keep in mind the possible locations for towns as well as the fact that lakes are scoring terrains.

NOTE: You may alter any one terrain to another until you are satisfied. However, once you are finished with the non-town terrain and have pressed X, you will not be able to alter them.

When you are satisfied with the terrain features, press the X key. You will then be prompted for the number of towns you wish to place on the map. Select any number from 4 to 9. The computer will then prompt you for a name for the town. Next the computer will want to know the town's population; key in a number from 50 to 200.

A town symbol will now appear on the map. Position the town on the map by using the "directions control" indicator. Once you are satisfied with the placement of the town, press the SPACE BAR. You will then be prompted for the town's defense factor. You must select a number from 1 to 4, with 1 being weak and 4 strong. The computer will now ask if you are satisfied with the town's setup.

When you assign the population and defense factor for a town, remember that any town with a distinct advantage will probably be chosen by the first player as his capital. That means you should be as evenhanded as possible, unless you are designing with a particular idea in mind. Although it is possible to place a town anywhere within the confines of the board, note that no units may traverse over or onto mountains. Therefore, insure that all towns are accessible.

When you have finished positioning all towns, insert the SCENARIO DISK and enter a Scenario Filename (a name for the map just designed). Press the ESCAPE (ESC) key and the Scenario map will be saved onto the SCENARIO DISK. As with the Army Filenames, a suffix "TOWNE" and "PIC" are appended to the Scenario files stored on the SCENARIO DISK. Never type these suffixes when entering the Scenario Filename.

V. SETTING UP THE GAME

After creating an army you are now ready to begin the game. Select option 1 from the program header.

The computer will prompt you for the name of a scenario map. Type in the filename of a map you have previously created or, if you wish to use the map provided on the PROGRAM DISK, type:

PARTHIA

and press the RETURN key.

INSERT SCENARIO DISK, PRESS (ESC) KEY

will be displayed on the computer monitor screen. Remove the PROGRAM DISK* and replace it with the SCENARIO DISK. Press the ESCAPE (ESC) key.

*NOTE: If you are using the PARTHIA map, you need only press the ESCAPE (ESC) key after entering the SCENARIO FILENAME, as the PARTHIA map is on the PROGRAM DISK which is currently in the Disk Drive.

Once the Scenario Map has been loaded, the computer will prompt you with the following question:

PLAY LONG GAME (Y/N)

If you respond with Y (Long Game) the game will go on until only one King remains. That is, until all cities are under his control and ALL opposition has been crushed. Pressing the N key will allow the player(s) to decide the number of turns that they wish the game to last by displaying:

HOW MANY GAME TURNS (YEARS)?

Press RETURN after keying in an appropriate game length. A game length of five turns would make an appropriate "Short" game.

The computer will then ask:

HOW MANY PLAYERS (2-4)

Indicate the desired number. For a solitaire (one player) game, have the computer play for one or more of the Kings. See below. Next the computer will need to know:

IS MAGIC ALLOWED (Y/N)

Type Y if you wish to give the Wizards magical powers (see section VI.3), otherwise N. Whether magic is used or not, the Wizard will always be present in the game. The computer will now ask:

COMPUTER PLAY KING #1 (Y/N)

If you type Y here the computer will take over and do all the necessary processing. Otherwise, the computer will ask for a name for King #1. The player who will play King #1 types in his name or any appropriate name (up to 9 characters in length). Next, the computer will ask for a name for King #1's Wizard. Next you must decide upon the location of your capital. This is to be considered your headquarters and will remain so throughout the game regardless of whether your king is present there. If your capital is captured you are in serious trouble.

Press any of the keys listed beside the town names shown and you will be shown the status of that town. The town symbol on the screen will blink to show you its whereabouts. The computer will now ask you if you wish to make this town your capital. If you type **Y** it will become your capital. If you type **N**, you will again be shown the list of possible towns to choose from. You may continue reviewing the status of each of the towns until you find one that you like.

Player owned towns are distinguished by the color of the flag in the center of the town as follows:

Player 1: Red Flag
Player 2: Violet Flag
Player 3: Green Flag
Player 4: Blue Flag

After choosing a capital, you will be asked to enter the ARMY FILENAME. Type in the name of an Army you have previously created and press RETURN. The computer will now instruct you to insert the SCENARIO DISK. Do so, then press the ESCAPE (ESC) key. After processing this information the computer will instruct you to reinsert the PROGRAM DISK and press the ESCAPE (ESC) key. The computer will now begin to set up the game for King #2 by asking:

COMPUTER PLAY KING #2 (Y/N)

Enter the appropriate answers as detailed in the above procedure for King #1. This entire process is repeated for each human participant in the game. If the computer is to play any of the Kings, select **Y** and the computer will do its own selection of army type and capital. After all Kings have chosen their capital and Army . . .

GAME PLAY IS READY TO BEGIN!

VI. PLAYING THE GAME

1. STATUS REPORT PHASE

When it is a player's turn he will be prompted to press the RETURN key. Then, below the scenario map, the following information is displayed about the current status of his holdings:

CENSUS	This tells you how many people you now have in all of your owned towns. This information is useful in determining Tax money that is raised each year.
BIRTHS/DEATHS	These two are directly proportional to current populations in the towns.
MOVEINS/ MOVEOUTS	These two are directly related to the current Tax figure. A large number of moveouts probably means that your taxes are too high.
TAXES	This controls the amount of revenue generated each year based on the Tax figure and current populations. Taxes may never be raised more than a certain percentage on any given year. You may reduce them by any amount, however.

NOTE: Pressing RETURN when the computer asks for next year's Tax figure will leave the current Tax figure unchanged. A 0 (zero) will have the same effect. The minimum tax allowed is 1%.

The computer will now ask if you want to see each of your town's current status. This is a quick review of your controlled towns and all Unit Types in each town. If you respond with **Y** then the following will be displayed:

POPULATION (POP)	Present population of this town.
DEFENSE (DEF)	The Defense Factor of the town. Used to figure attacks against the town. The higher the number (from 1 to 4), the stronger the defense is. This figure is constant throughout the game.

On the right side of the text display you will see:

1. xx = Ø	5. xx = Ø
2. xx = Ø	CM = 2
3. xx = Ø	WI = 1
4. xx = Ø	KI = 1

A breakdown is as follows:

1-5	The different Unit Types of the player's Army and the number of divisions of these forces presently stationed in the town. The actual I.D. letters following the number will be different for each army depending upon the name chosen by the player for the unit.
CM	This indicates the number of Convoy Masters (see section VI.4A) in the town. Convoy Masters are necessary to mobilize a Convoy.
WI	This indicates the presence of the King's Wizard.
KI	This indicates the presence of His Majesty himself.

The preceding example is what a Status Report of a player's capital at the start of the game would look like. It shows that NO combat forces are currently occupying the town. This is because the player has yet to BUY them.

NOTE: The Wizard is always included in the game whether Magic is allowed or not. This is for scoring purposes, for a dead Wizard is worth points.

TELAHIN ENTERPRISES PTE LTD
111 NORTH BRIDGE ROAD #04-01
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381862, 3381866, 3397695
TELEX: RS 22813 MSC

REVIEW UNIT STATUS — This will show the Unit Type, the number of divisions of that unit present, and the unit's specifications. A player is given the opportunity to review all of his units on the board (there are none on the first turn). The Status Report of a Convoy is like that of a town. That is, it will show the number of all forces presently in the Convoy.

2. PURCHASE UNITS PHASE

After all Status Reports are done, it is time to buy your forces for this turn/year during the Town Defense Phase. This is when all new units are purchased. This phase is executed for all player-owned towns. In other words, you may buy forces for any, none or all of your presently owned towns. All forces, when initially purchased, are placed in the town they were purchased for. On the first turn, each player will have only one town (his capital) to purchase forces for.

Initially, each player is given 250,000 credits from which to purchase his starting units. Additionally, you will also be given your first year's Tax revenues. Together this is a lot, and it will be sometime before you see this much again, so spend it wisely. When the computer prompts:

WHICH UNIT TYPE #

enter the number (1-5) of the Unit Type that you wish to buy. You will be shown the Unit type specifications for this particular unit and the cost per division. You will then be asked to indicate how many divisions of that unit you wish to buy. Type Ø (zero) or press the **SPACE BAR** if you don't want any of this type. You will be allowed to review each of the Unit Types as many times as you like before deciding on your purchases.

Once you are finished purchasing units for that town, type Ø (zero) at the prompt WHICH UNIT TYPE #. The computer will confirm that you don't wish to buy any more units for this town this year.

NOTE: Unit cost is PER DIVISION. Only Unit Types 1 through 5 may be purchased although it is possible to have any of the types killed in combat.

3. CAST MAGIC PHASE

At this point, if you are using the magic option, you will be asked if you wish to summon your Wizard. There are a total of eight possible spells available to a Wizard. However, he doesn't start off knowing them all.

As each successful spell is cast, the Wizard will gain experience and knowledge. As he gains in these fields, he will learn additional spells. The spells become progressively harder to cast, although a high-level Wizard will be able to cast lower level spells with increasing ease. The available spells are as follows:

MATERRA*	This is a Terrain Spell and only works on Terrain. This spell will LOWER a terrain. For example, it could turn a forest space into a clear space.
NOSTERRA*	Also a Terrain Spell, it has the opposite effect of Materra.
KAWELE	This is a Town Spell and will only work on towns. This spell helps to increase the population of the town and adds additional funds to the Town Treasury. If this spell is cast on an ENEMY town it will have the opposite effect.
OSGARDE	Another Town Spell. This spell adds to the town's combat forces (Unit Types 1-5). It will subtract combat forces from an enemy town it is cast upon.
TENEMOUS	Is a spell to use on Unit Types. This will increase the number of divisions of any Unit Type (1-5) that it is cast upon. It will have the opposite effect on enemy Unit Types.
TEFORMUS	A tricky spell indeed. A Unit Type (1-5) Spell also, its effects are not always of benefit. This spell will alter the Unit Type it is cast upon. For instance, it could change a Unit Type #1 into a Unit Type #4 or vice versa. Into what type is unknown. In other words, you might turn a strong unit into a weak one.
HETECAMBI and METACAMB	These two final spells are left for you, the player to discover on your own.

*These spells do NOT work on lakes or mountains.

After indicating to the computer which spell you wish to cast, there are two possibilities:

1. If the computer responds with the message THE SPIRITS DO NOT ANSWER then your Wizard just didn't have what it took this year. Try again next year.

2. The location of your Wizard will blink on the screen (either in a town or a Convoy). By pressing one of the movement keys (1-6, see section IV "The Map") the magic cursor (the flashing star) will move in the indicated direction. When it is at the desired location, press the SPACE BAR to cast the spell.

Should you be rewarded with the message THE CHANTS HAVE FAILED, it means you erred in some way. For instance, you might have cast a Kawele (Town Spell) on a Forest space. Better luck next time.

4. POSITION UNITS PHASE

Once the Magic Phase described above is over, a player is given the opportunity to position units onto the board from a town or Convoy, or to mobilize a new Convoy. Following is a description of the three options.

A. Mobilize a Convoy

When organizing a Convoy it is possible for a player to "stack' dissimilar Unit Types. A Convoy is basically a mobilization point for a player to discharge units into battle. Units in a Convoy may be freely discharged, but once positioned on the board away from the Convoy they may NOT later rejoin the Convoy. At the town of origin, a Convoy Master must be present to make a Convoy. The Convoy Master will be included automatically in the Convoy. You will then be asked the number of divisions for each Unit Type that you wish to include in the Convoy.

You will also be allowed to send your Wizard or King along if you so desire. Sending your King, however, is questionable except to avoid capture by the enemy if your capital is severely threatened. Once you have indicated what Unit Types to send and the number of divisions of each, you will be shown the contents of the convoy and the computer will ask you to confirm it. If you wish to make any alterations, type **N** to the question SEND CONVOY (Y/N) and you will be given another chance.

Once you are satisfied with the contents of the Convoy, you will be given the opportunity to position it adjacent to the town of origin.

NOTE: All Convoys have a movement point allowance of 2 Movement Points regardless of any units it may be transporting.

B. Position new unit from a town:

You will be shown the forces currently occupying the town and are allowed to select from these. You may position up to 9 divisions of a single Unit Type on any one of the surrounding unoccupied non-mountain spaces. After selecting the desired Unit Type and the number of divisions that you wish to position, you must indicate the proper direction using the movement keys (1-6). If you press the **SPACE BAR** the new unit will be cancelled and will return to the town of origin. You are allowed to position any number of times from each town provided that there is an available space adjacent to the town and that there are units within the town to place.

C. Position a unit from a Convoy

This is identical to positioning a unit from a town.

5. RANGE WEAPON PHASE

All towns/capitals have a range fire capability. Use the movement keys 1-6 to position the flashing Fire cursor upon the desired target. Press the **SPACE BAR** to execute the Fire order, or **X** to abort.

If you have any Unit Types on the board that carry range firing weapons, then you will now be given the opportunity to utilize these weapons.

NOTE: You are allowed to fire on your own units should you be so inclined.

6. STRATEGY PHASE

During this phase of the turn you are allowed to move all of your previously positioned units or Convoys up to their total Movement Point allowance.

You will be shown each of your units on the board and their specifications as well as the number of divisions contained therein (and, for Convoys, the Unit Types contained).

As each unit blinks on the screen, you are to select the desired move for that particular unit to carry out. Use the movement keys (1-6) to select the direction the unit will move. Note that by typing a Ø (zero), your unit will wait one move before making its next move. A Ø (zero), or WAIT move as it shall be called, subtracts 1 movement point from the unit for its turn this year. Should a unit have only 1 movement point and be ordered to WAIT, it will be unable to do any other move.

Pressing the **SPACE BAR** at any time will terminate a unit's move for this year.

Each type of terrain, except mountains (which can never be entered), has a certain movement point cost. For this cost, see the Terrain Key in section IV. The movement point

cost is the number of movement points subtracted from a unit's total movement ability for that year.

IMPORTANT: If a unit has ANY movement points (MP) remaining after entering a terrain type, it can always move into any other non-mountain terrain.

EXAMPLE: A unit has 3 MP. It first enters a rough terrain which leaves it with 1 MP. It can continue moving, entering a forest or any other non-mountain terrain. However, note that if it were to enter a forest as its first move it would be unable to move any farther that turn, as to enter a forest would cost all of its 3 available movement points.

After you have entered all of your projected moves for all of your units, you must allow the next King to secretly input his orders for this year and so on until all Kings have done so. The computer will take its turn automatically.

VII. EXECUTION OF MOVEMENT AND COMBAT

Once all players have taken their respective turns as delineated above, the computer will carry out all movement, one at a time, and execute any combat that may occur as a result of a unit attempting to occupy a space already occupied by an enemy unit. The following is a list of the possible results from unit movement.

1. Any Unit Type 1-5 will:

A. ENTER any friendly or unoccupied town.

B. STOP if it attempts to enter any space (except town/capital) occupied by a friendly unit or Convoy. This will end its move for this year.

C. ATTACK any enemy unit, Convoy or town/capital occupying the location onto which the unit attempts to move. An attack will terminate that unit's move, even if there were other projected moves. However, if the attack results in the elimination of the attacked enemy, the attacking unit will move to the location that was attacked. During attacks, the Combat Results table (see sample display below) is displayed beneath the scenario map.

Attacker's Status	Units' Names	Defender's Status
INFANTRY		BOWMEN
ROUGH	‹TERRAIN›	TOWN
87	‹EFF. HIT›	100
	DEFENSE›	WEAK

EXPLANATION:

TERRAIN	The type of terrain each unit is occupying. For an explanation of terrain effects on combat, see the Terrain Key in section IV.
EFF. HIT	Effective Hit Strength. The amount of hit strength brought to bear against the enemy unit. The higher the number the better.
DEFENSE	Strength of Defense. There are three levels: Strong, Moderate, and Weak.

---

2. A Convoy will:

A. ENTER any friendly or unoccupied town or capital.

B. STOP if it attempts to enter any location (except friendly-occupied town/capital) containing any unit or Convoy (friendly or enemy). This will end its move for this year.

NOTE: A Convoy may NEVER attack an enemy-occupied town or unit. The Convoy is designed as a transportation and mobilization point used to deploy combat units.

VIII. NOTES ON COMBAT RESULTS

Keep in mind that a Unit Type of one player will usually be completely different from a Unit Type of the same number belonging to another player (unless of course both players are using Unit Types from the same ARMY FILE). Below, the three different types of combat in Parthian Kings are explained.

1. UNIT TO UNIT combat may result in none, one or both units being destroyed. An attacking unit will move onto the attacked location if the defender is successfully eliminated and the attacker himself is not also destroyed.

Each Unit Type (1-5) on the board is made up from 1 to 9 divisions. The loss of one (or more) divisions will occur only when that Unit Type's Hit Point value has been exceeded by an enemy attack. Fractional Hit Point losses are remembered from turn to turn.

Attacker's strength and defender's strength are altered due to several factors such as: Terrain, Armor (depending on unit statistics), and the units' initial Strength Points. Generally, the harder the terrain is to enter the more favorable it is for defensive actions. The exception to this is the lake which is the poorest location to defend from. All towns or capitals have their own inherant defensive factor.

EXAMPLE: A unit has 2 divisions; each division has 10 Hit Points. The unit therefore has a total of 20 Hit Points. A hit of 9 or less on this unit will show no change in the number of divisions in this unit. However, if this unit receives a hit of 10 to 19 Hit Points, one division will be lost. If hit for 20 or more Hit Points, the whole Unit Type would be eliminated. This example is not taking into account armor or the terrain type the defender may be in.

2. UNIT TO CONVOY will allow the attacker an initial surprise advantage since Convoy units are not mobilized for defensive maneuvers. However, Convoys tend to have so much strength that caution is advised. Actual combat is calculated as in a UNIT TO UNIT attack. Attacking a Convoy may result in none, one or both Unit(s) and/or Convoy being destroyed. It should be noted that any remaining divisions in a Convoy that survive an attack will be automatically rebuilt to full strength (Hit Point potential) for the following year.

3. UNIT TO TOWN combat is always a fight to the death! This allows the strategy of projecting mass attacks on the towns with unsuccessful attacks resulting in the clearing of the attacker's space so that another unit may proceed to attack the town.

Such an attack will always result in one or the other being destroyed (or, in the case of the town falling, a new flag will be raised bearing the color of the triumphant faction and the attackers moving into the newly-conquered town).

The town's individual defense factor (as designated in the scenario) is used to figure the defensive strength in lieu of terrain. (1-weakest, 4-strongest).

Although actual combat is calculated as in UNIT TO UNIT combat, no more than 9 divisions in the defending town are allowed to defend the town on any given round of the attack. If however, there are 14 divisions of a Unit Type in a town, 9 of which can defend on a round, and 6 are eliminated (leaving 3), then the remaining units will be able to defend on the next round making a new total of 8 defending divisions of that Unit Type.

As with the convoy, any remaining units in a successfully defended town (or any divisions of the attacking faction entering a captured town) will be at full Hit Point potential on the following year.

IX. SCORING

The following system is how points are scored in Parthian Kings:

Killing an enemy KING;	25 pts
Killing an enemy CONVOY MASTER:	5 pts
Killing an enemy WIZARD:	10 pts
Occupation of LAKE space:	1 pt

The score is used not only as a means of determining "who's ahead", but also to generate BONUS REVENUES! In other words, you gain loot from your conquests.

The end of the game will result when either a) the end of the specified number of turns in a "short game" has elapsed, or b) only one King survives and no other unit of any other player remains. Should any player be so unfortunate as to lose all towns and all of his units he will be removed from the game.

X. STRATEGY TIPS

1. Choose your capital wisely. A poorly located capital can make for a tough game indeed.

IMPORTANT NOTE: If a player loses his capital, NO taxes can be collected and NO new units can be bought at ANY town owned by that player. Therefore: Don't lose your capital!

2. Magic can be your best friend and your worst enemy. Watch out!

3. Learning to use each of your Unit Types, from weakest to strongest, to their optimum potential will ultimately determine the better player, and most likely the game winner. Weak units are essential in a well-played game. Of course, Initial Unit Type design is the most important factor once the basic strategies are known.

4. Remember that one division of one Unit Type may be stronger than several divisions of another (weaker) Unit Type.

XI. LOADING INSTRUCTIONS

The Apple® diskette provided (the PROGRAM DISK) is an auto-boot disk. Put the PROGRAM DISK into the Disk Drive and "boot" the system. The program will load and in a few moments the program header will appear.

®Trademark of Apple Computers, Inc.

IF YOU CANNOT LOAD THE PROGRAM

If the program cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

YOU NAME IT, WE GAME IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 100 games; including wargames, sports strategy and statistical replay games, power politics games, adventure and role-playing games, and games on fantasy and science fiction. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog*. Consult current parts price list for price of catalog.

The Avalon Hill Game Company
Consumer Relations
4517 Harford Road, Baltimore, MD 21214

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.